Hudson Valley Community College Digital Media					SUNY Polytechnic Institute-Utica Interactive Media and Game Design				
Course #	Course Title	SUNY Gen Ed	Credits Granted		Course #	Equivalent Course Title			Credits Accepted
Year One - Fall					Year One - Fall				
DART 100	Digital Imaging I		3		COM 108	Intro to Digital Media Prod			3
ARTS 129	Photography I		3		COM 112	Digital Photography & Imaging			3
ENGL 101	English Composition I	BCM	3		ENG 101	First Year Composition			3
ARTS 110	Drawing I		3		ART 135	Drawing			3
FORM 102	College Forum		1		FYS 101	First Year Seminar			1
	Mathematics Elective	MAT	3 or 4			Mathematics Elective			3 or 4
Year One - Spring					Year One - Spring				
DART 110	Intro to Graphic Design	ART	3		COM 106	Introduction to Digital Media and Design			3
ARTS 115	Two Dimensional Design	ART	3		ART 110	2D Design			3
HIST 100 OR HIST 101	Western Civilization I OR Western Civilization II	WCV	3			Western Civilization Elective			3
ENGL 102 OR ENGL 104	English Comp II OR English Comp II-Writing about Lit.	BCM or HUM	3			Basic Communication or Humanities Elective.			3
	Lab Science Elective	SCI	3 or 4			Natural Science Elective			3 or 4
Year Two - Fall					Year Two - Fall				
DART 115	Video Art		3		COM 242	Intro to Video Production			3
DART 120	Web Art and Design		3		COM 260	Intro to Web Site Design			3
DART 205	Animation		3		COM 213	Intro to Animation and Vector Graphics			3
	Restricted Elective	FL, AH or OC	3			Foreign Language, American History or Other World Cultures Ged Ed Elective			3
	Social Science Elective	SOS	3			Social Science Elective			3
Year Two - Spring					Year Two - Spring				
DART 220	Interactive Media	ART	3		ASCI 000	Liberal Arts Credit			3
DART 230	Prof. Portfolio Practice		1		ASCI 000	Liberal Arts Credit			1
	Digital Media Elective		3			Digital Media Elective			3
	Literature Elective	HUM	3			Literature Humanities Elective			3
	Restricted Liberal Arts Elective	ART or HUM	3			Restricted Liberal Arts Elective			3
	Social Science Elective	SOS	3			Social Science Elective			3
					Year Three - Fall				
					COM 239	Gamification Theory			4
					COM 219	Introduction to Video Game Design and Culture			4
					COM 375	Hypertext			4
					Gen Ed	Gen Ed			4
					Year Three - Spring				
					COM 350	Visual Thinking and Writing			4
					COM 302	Professional Presentations			4
					COM 309	Machinima and 3D Animations			4
					COM 319	Asset Production			4
					Year Four - Fall				
					COM 413	Advanced Digital Animation			4
					COM 429	Professional Game Production			4
					COM 320	Information Design			4
					Gen Ed or Liberal Art	Gen Ed or Liberal Art			4
					Year Four - Spring				
					COM 419	Video Game Design Studio			4
					COM 499	Portfolio Review and Professional Development			4
					COM 380	Critical Perspectives on Digital Culture			4
					Gen Ed or Liberal Art	Gen Ed or Liberal Art			4
	Total Credits Eligible for Transfer		62-64			Total Transfer Credits Applied to Program			62-64
						Total Credits Required after Transfer			60-62
						Total Credits Required for Degree			124